

—



103

[illegible]

# Session Layer Objects

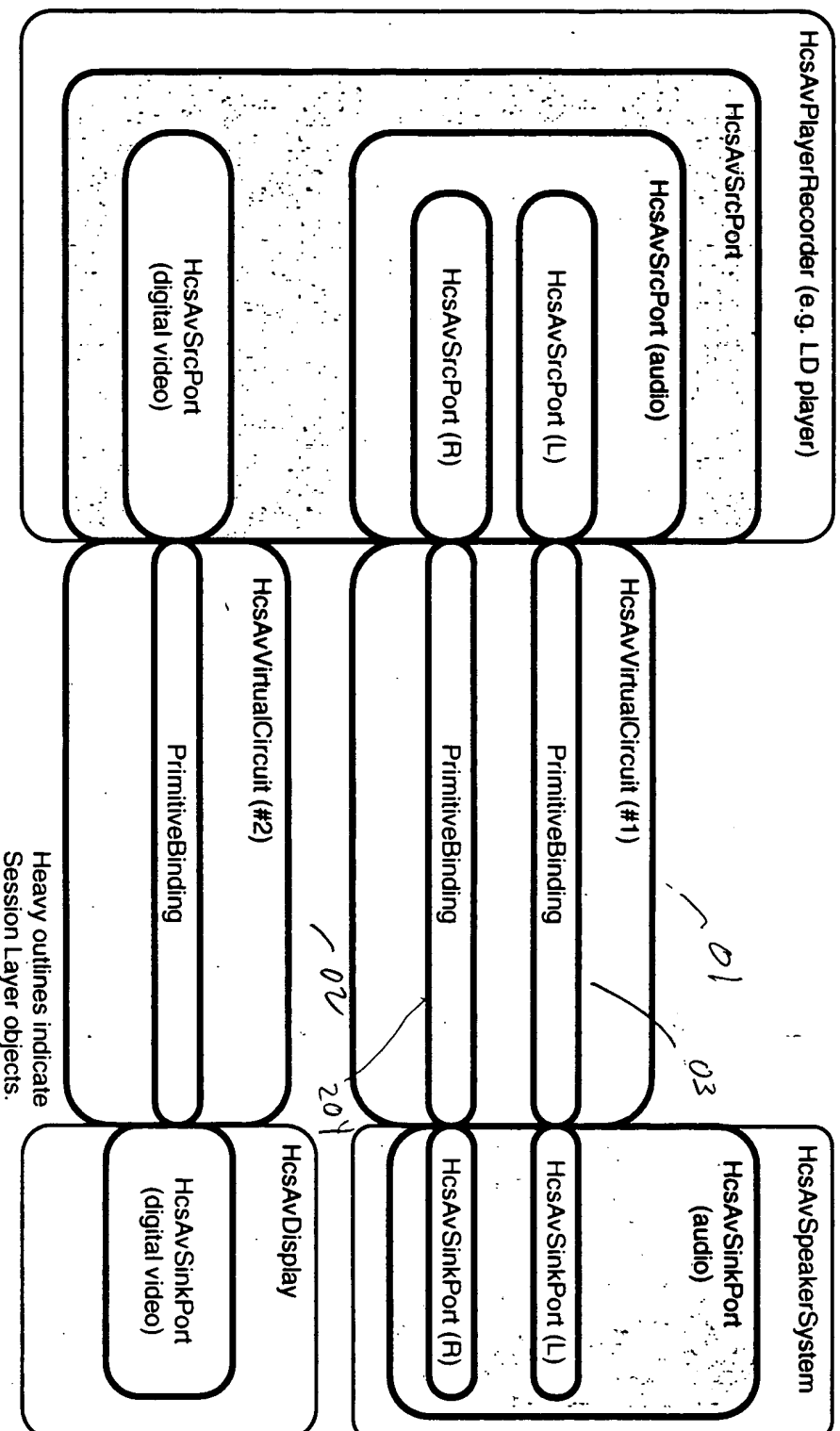
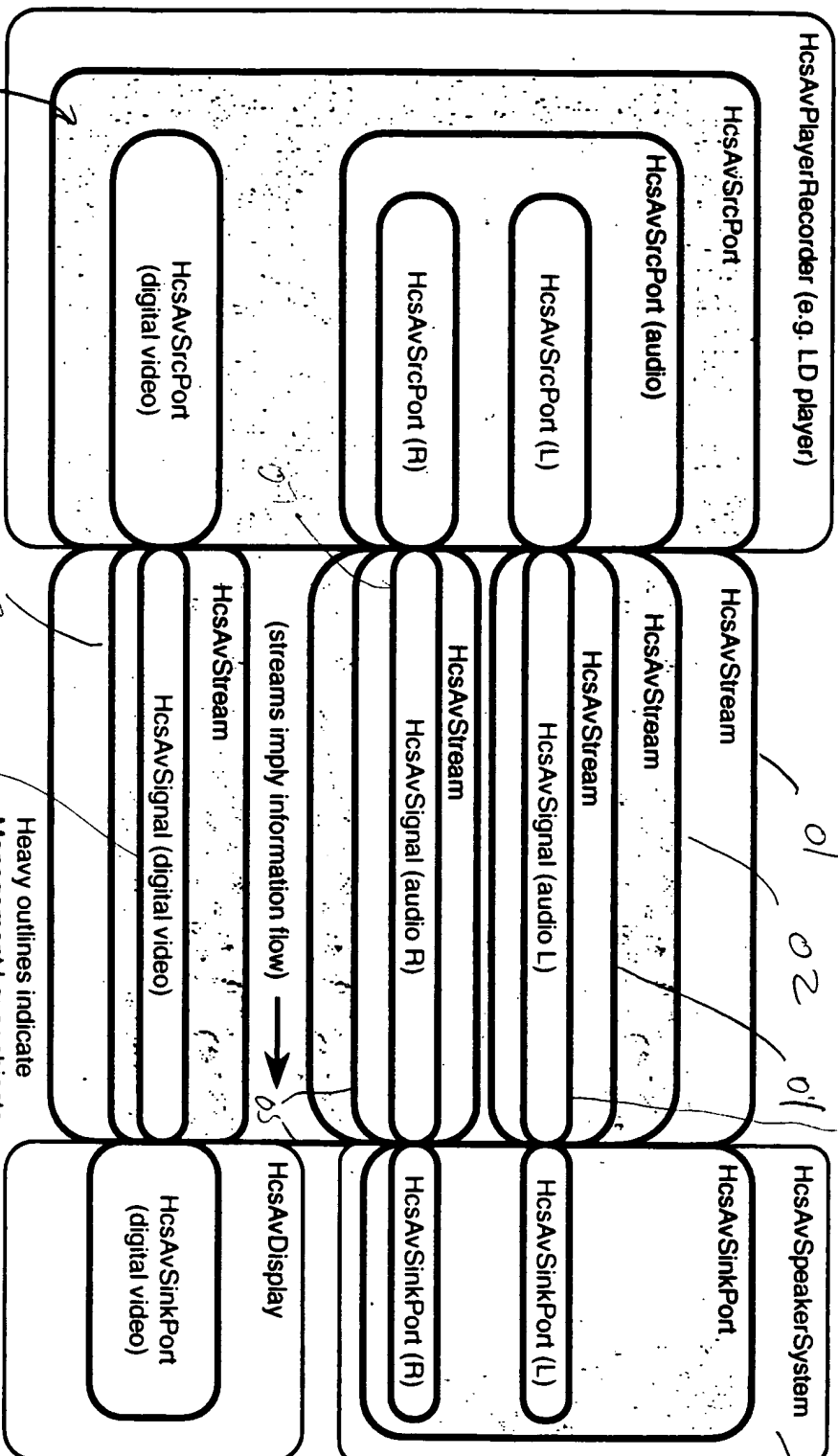


Figure 2

# Audio Video Subsystem Management Layer Objects



Heavy outlines indicate  
Management Layer objects

[illegible]

Connect

(output device,  
input device)

01

OutputDevicePtr →  
get SourcePort  
(sourcePortPtr)

02

sourcePortPtr →  
getAStreamPtr  
(streamPtr)

03

InputDevicePtr →  
get SinkPort -  
(sinkPortPtr)

04

(streamPtr) returns most appropriate  
sink port

sourcePortPtr →  
CreateVirtualOutput  
(sinkPortPtr)

Return

\$4

Source Port:  
Create Virtual  
Circuit (to Sink Port Ptr)

01

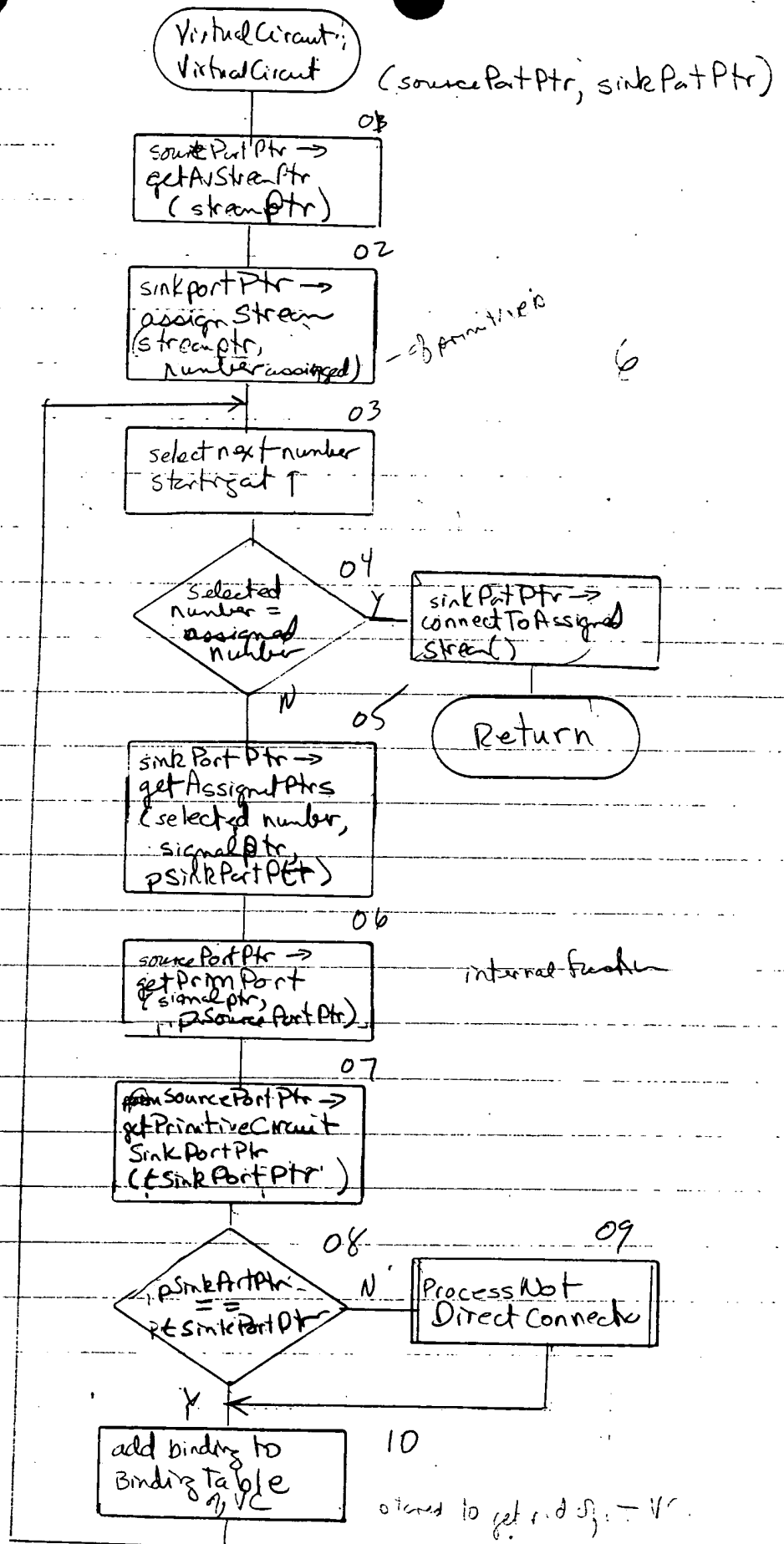
VC ptr = new  
VirtualCircuit  
(this,  
toSinkPortPtr)

02

add VC ptr to List  
of VC for  
source port

Return

\$5



ProcessNot  
DirectConnection

01

psrcPortPtr →  
getPrimitiveCircuit  
switchInputPortPtr  
(switchInputPortPtr)

02

psinkPortPtr →  
getPrimitiveCircuit  
srcPortPtr  
(srcPortPtr)

03

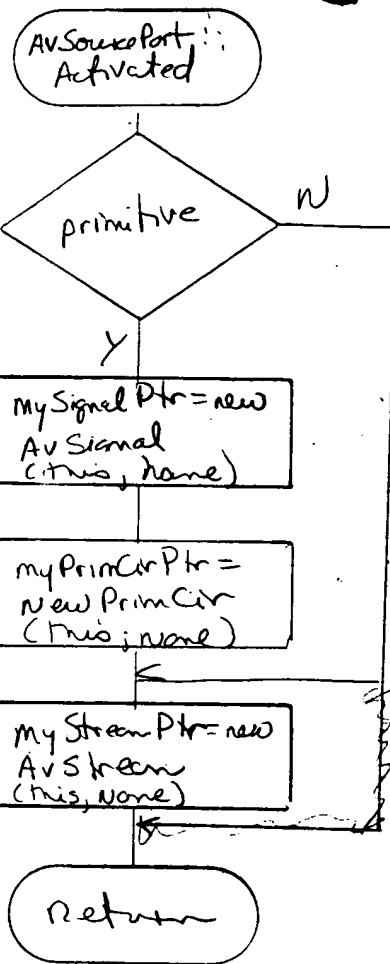
tsrcPortPtr →  
Q.I.  
CIED-AvailableSwitch  
Port, switchOutput  
PortPtr

04

\$7

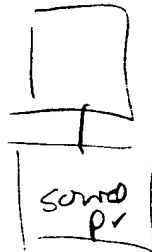
switchInputPortPtr →  
createConnection  
(switchOutputPortPtr)

Return



Creates stream in parallel

fixed



Depth Str

Stream

Fig 9



Entertainment Center

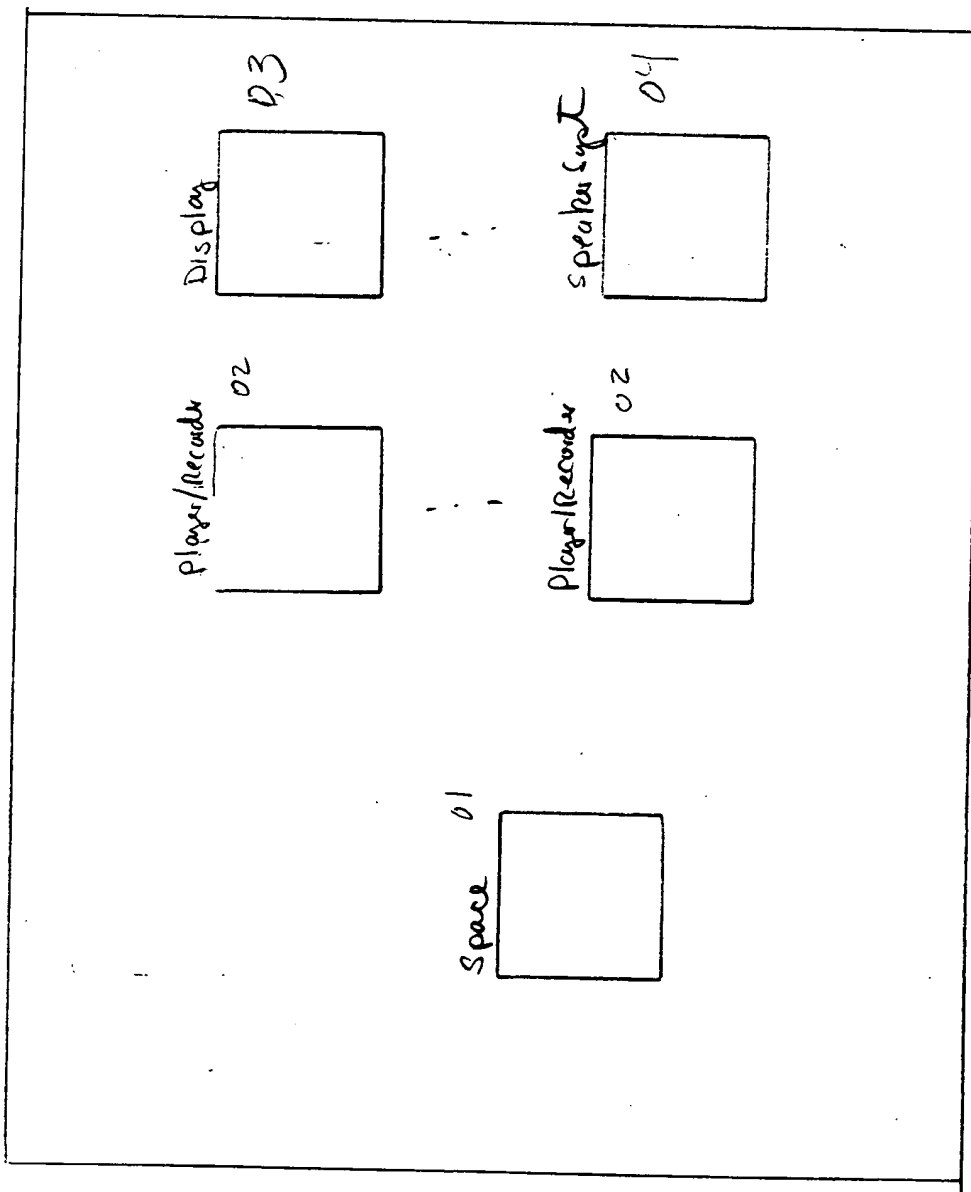
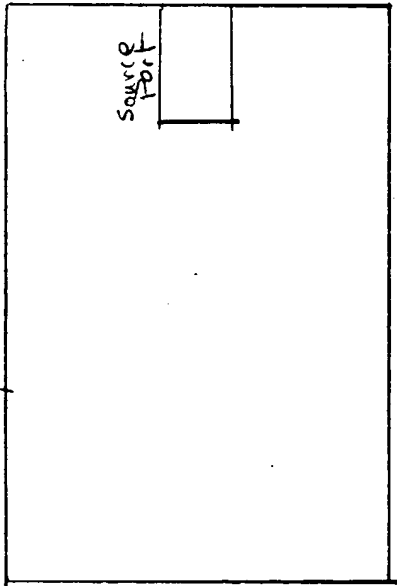
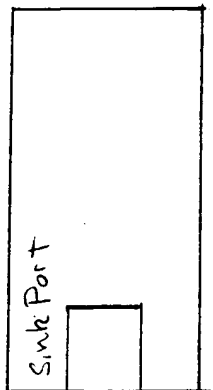


Figure 11

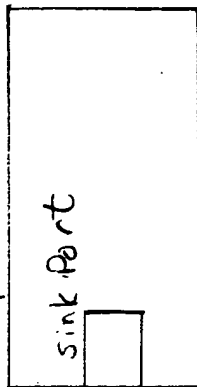
Player Recorder 01



Display 02

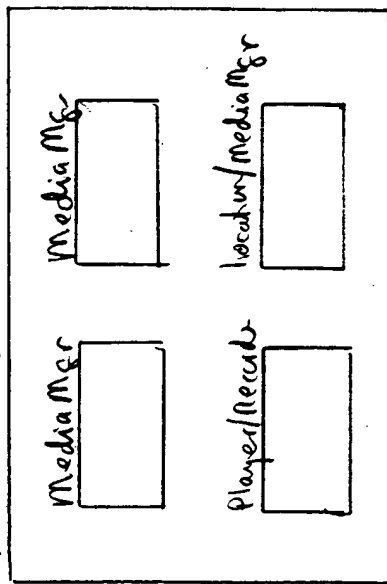


Speaker 03



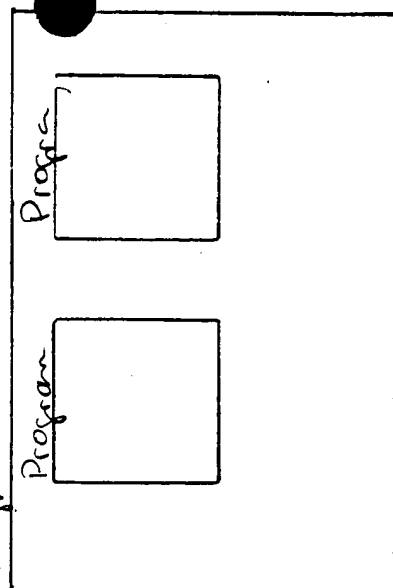
04

Media Manager



05

Program Pool



Control EC

01

select Program  
(prog Ptr)

02

EC::  
setCurrentAvProgram  
(prog Ptr)

Done

12

Select  
Program

Prog Ptr

allow use to  
browse thru  
program pool

01

set Prog Ptr

02

Return

13

EC:  
SetCurrentAutogra (progPtr)

01

get loaded  
Player Recorder  
(progPtr, playerRecorderPtr)

02

playerRecorderPtr →  
get Current Source  
Port (sourcePortPtr)

03

sourcePortPtr →  
get AVStreamPtr  
(streamPtr)

04

Select next  
output device

05

all output  
devices already  
selected

Return

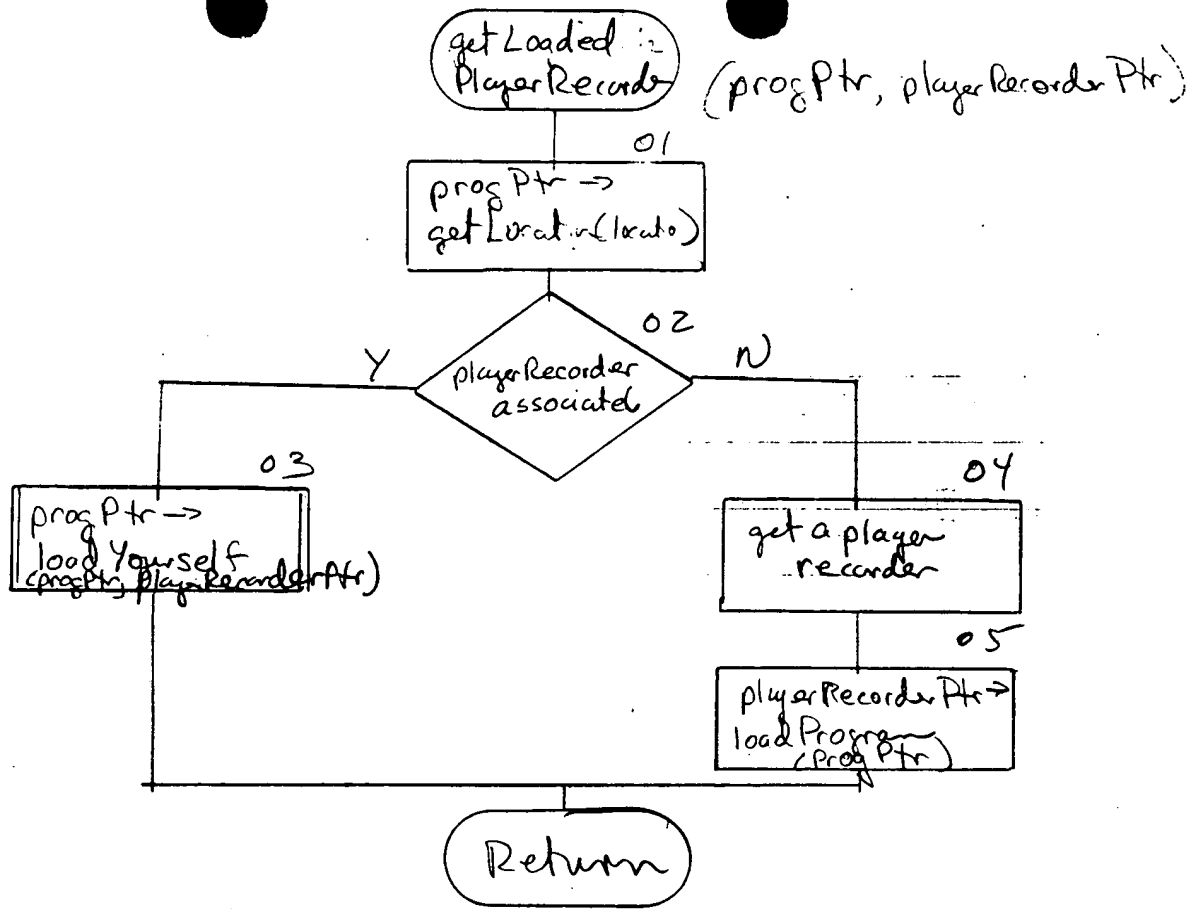
N

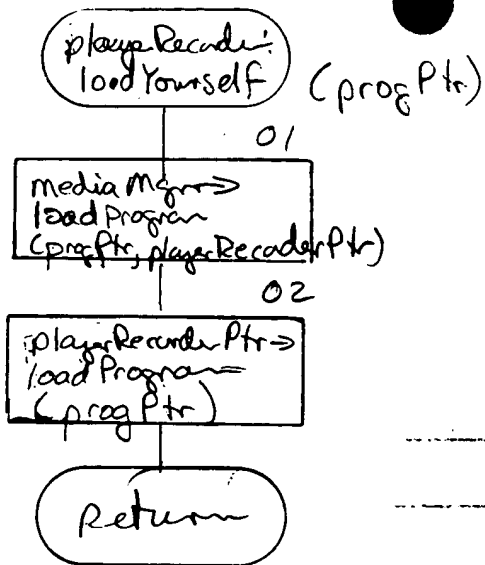
06

edPRPtr →  
get Sink Port  
(streamPtr, sinkPortPtr)

07

sourcePortPtr →  
create Virtual Circuit  
(sinkPortPtr)





Player Recorder:  
Load Program

(progPtr)

01

csourcePortPtr =  
identif appropriate  
complete source port

02

store progPtr  
in sourcePort

03

Set  
usage, format,  
port type  
for progPtr

04

csourcePortPtr →  
Set signal(  
usage, format, port type)

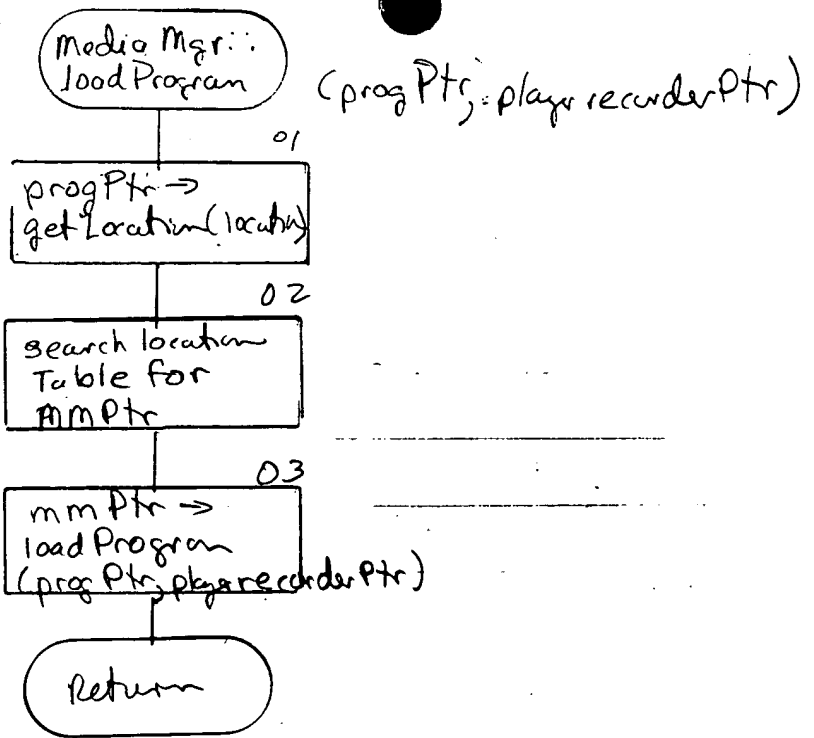
05

progPtr::  
setLoaded(1)

Return

VCR Audio Right Output





mediaMgr:  
loadProgram

(progPtr, playerRecorderPtr)

01

find media  
for program  
based on location

02

initialize  
player recorder

03

set PlayerRecorderPtr

Return